

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listing, of claims in the application.

1. (Previously Presented) A gaming machine for playing a wagering game, comprising:
a video display assembly having a first side panel and a second side panel, the first side panel having a first hole and a second hole disposed therein, the second side panel being substantially parallel to the first side panel, the video display assembly including a video display located between the first side panel and the second side panel, the video display for displaying images associated with the wagering game;

a first trunnion attached to the first side panel of the video display assembly;

a second trunnion attached to the second side panel of the video display assembly;

a first trunnion support configured to receive the first trunnion, the first trunnion support coupled to a first interior surface of the gaming machine;

a second trunnion support configured to receive the second trunnion, the second trunnion support coupled to a second interior surface of the gaming machine; and

a pull pin mounted in the first trunnion support, the pull pin configured to project into the first hole to engage the video display assembly in a game play position while the wagering game is being played and the video display is in operation, the pull pin configured to project into the second hole to engage the video display assembly in a maintenance position allowing operator access to an interior area of the gaming machine.

2. (Original) The gaming machines of claim 1, wherein the first trunnion is attached to the first side panel at a center horizontal rotating axis of the video display assembly, and wherein the second trunnion is attached to the second side panel at the center horizontal rotating axis, the second trunnion projecting in a horizontal direction opposite the first trunnion.

3. (Previously Presented) The gaming machine of claim 1, wherein the first trunnion support includes a first aperture sized to receive the first trunnion, and the second trunnion support includes a second aperture sized to receive the second trunnion.

4. (Original) The gaming machine of claim 1, wherein the first hole is located at a

calculated distance from the first trunnion, and wherein the second hole is located at the calculated distance from the first trunnion ninety degrees from the first hole.

5. (Original) The gaming machine of claim 4, wherein the calculated distance is based on a size of the first side panel.
6. (Original) The gaming machine of claim 1, wherein the gaming machine further comprises a trunnion base attached to the interior surface, and wherein the first trunnion support and the second trunnion support are rigidly attached to the trunnion base.
7. (Original) The gaming machine of claim 1, wherein the video display assembly is pivoted ninety degrees around the center horizontal rotating axis after the pull pin is disengaged from the first hole to allow the pull pin to project into the second hole.
8. (Original) The gaming machine of claim 1, wherein the video display assembly is selected from the group consisting of a flat panel cathode ray tube assembly, a plasma display assembly, a liquid crystal display assembly and an organic liquid crystal display assembly.
9. (Previously Presented) The gaming machine of claim 1, further comprising a controller operatively coupled to the video display and a value input device of the gaming machine, the controller comprising a processor and a memory coupled to the processor of the controller, the controller being programmed to:
 - detect a wager for game play at the gaming machine;
 - cause a video image representing an outcome of the game play to be displayed on the video display; and
 - determine a value payout associated with the outcome.
10. (Original) The gaming machine of claim 1, wherein the gaming machine is selected from the group consisting of a mechanical slot machine, a video slot machine, a video poker machine, a video blackjack machine, a video keno machine and a video bingo machine.
11. (Previously Presented) A gaming machine with a trunnion mounted video display, the gaming machine comprising:

a housing frame including an interior area of the gaming machine, the housing frame having a bottom interior surface;

a video display having a front panel, the front panel displaying video images associated with a wagering game at the gaming machine;

a first trunnion bracket rigidly attached to a first side panel of the video display, the first trunnion bracket having a first trunnion disposed thereon at a center horizontal rotating axis of the video display and having a first hole and a second hole disposed therein;

a second trunnion bracket rigidly attached to a second side panel of the video display, the second trunnion bracket having a second trunnion disposed thereon at the center horizontal rotating axis, the second trunnion projecting outward from the second trunnion bracket in a horizontal direction opposite the first trunnion, the second side panel substantially parallel to the first side panel, the video display being between the first and second trunnion brackets;

a first trunnion support coupled to the bottom interior surface, the first trunnion support having a first saddle disposed therein, the first saddle sized to receive the first trunnion when the video display is mounted in the housing frame;

a second trunnion support coupled to the bottom interior surface, the second trunnion support having a second saddle disposed therein, the second saddle sized to receive the second trunnion when the video display is mounted in the housing frame; and

a pull pin mounted in the first trunnion support, the pull pin projecting into the first hole to engage the video display in a game play position while the wagering game is being played and the video display is in operation, the pull pin projecting into the second hole to engage the video display in a maintenance position allowing operator access to the interior area.

12. (Original) The gaming machine of claim 11, wherein the first hole is located at a calculated distance from the first trunnion, and wherein the second hole is located at the calculated distance from the first trunnion ninety degrees from the first hole.

13. (Original) The gaming machine of claim 12, wherein the calculated distance is based on a size of the first trunnion bracket.

14. (Original) The gaming machine of claim 11, wherein the gaming machine further

comprises a trunnion base attached to a portion of the bottom interior surface, and wherein the first trunnion support and the second trunnion support are rigidly attached to the trunnion base.

15. (Original) The gaming machine of claim 11, wherein the video display is pivoted ninety degrees around the center horizontal rotating axis after the pull pin is disengaged from the first hole to allow the pull pin to project into the second hole.

16. (Original) The gaming machine of claim 11, wherein the video display is selected from the group consisting of a flat panel cathode ray tube, a plasma display, a liquid crystal display and an organic liquid crystal display.

17. (Original) The gaming machine of claim 11, further comprising a controller, the controller operatively coupled to the video display and a value input device of the gaming machine, the controller comprising a processor and a memory coupled to the processor of the controller, the controller being programmed to:

- detect a wager for game play at the gaming machine;
- cause a video image representing an outcome of the game play to be displayed on the video display; and
- determine a value payout associated with the outcome.

18. (Original) The gaming machine of claim 11, wherein the gaming machine is selected from the group consisting of a mechanical slot machine, a video slot machine, a video poker machine, a video blackjack machine, a video keno machine and a video bingo machine.

19. (Previously Presented) A gaming machine with a trunnion mounted video display, the gaming machine comprising:

- a video display having a front panel, the front panel displaying video images associated with a wagering game at the gaming machine;

- a first trunnion bracket attached to a top panel of the video display, the first trunnion bracket having a first trunnion disposed thereon at a center vertical rotating axis of the video display and having a first hole and a second hole disposed therein;

a second trunnion bracket attached to a bottom panel of the video display, the second trunnion bracket having a second trunnion disposed thereon at the center vertical rotating axis, the second trunnion projecting outward from the second trunnion bracket in a vertical direction opposite the first trunnion, the top panel substantially parallel to the bottom panel, the video display being between the first and second trunnion brackets;

a first trunnion support coupled to a side interior surface of a housing frame characterizing an interior area of the gaming machine, the first trunnion support having a first enclosed aperture disposed therein, the first enclosed aperture sized to receive the first trunnion when the video display is mounted in the housing frame;

a second trunnion support coupled to the side interior surface, the second trunnion support having a second enclosed aperture disposed therein, the second enclosed aperture sized to receive the second trunnion when the video display is mounted in the housing frame; and

a pull pin mounted in the first trunnion support, the pull pin projecting into the first hole to engage the video display in a game play position while the wagering gaming is being played and the video display is operational, the pull pin projecting into the second hole to engage the video display in a maintenance position allowing operator access to the interior area.

20. (Original) The gaming machine of claim 19, wherein the first hole is located at a calculated distance from the first trunnion, and wherein the second hole is located at the calculated distance from the first trunnion ninety degrees from the first hole.

21. (Original) The gaming machine of claim 20, wherein the calculated distance is based on a size of the first trunnion bracket.

22. (Original) The gaming machine of claim 19, wherein the gaming machine further comprises a trunnion base attached to a portion of the side interior surface, and wherein the first trunnion support and the second trunnion support are rigidly attached to the trunnion base.

23. (Original) The gaming machine of claim 19, wherein the second trunnion support comprises a bearing pocket having an inner race and an outer race separated by a plurality of

ball rollers, the inner race allowing the video display to pivot around the center vertical rotating axis when the pull pin is disengaged from the first trunnion bracket.

24. (Original) The gaming machine of claim 19, wherein the video display is pivoted ninety degrees around the center vertical rotating axis after the pull pin is disengaged from the first hole to allow the pull pin to project into the second hole.

25. (Original) The gaming machine of claim 19, wherein the video display is selected from the group consisting of a flat panel cathode ray tube, a plasma display, a liquid crystal display and an organic liquid crystal display.

26. (Original) The gaming machine of claim 19, further comprising a controller, the controller operatively coupled to the video display and a value input device of the gaming machine, the controller comprising a processor and a memory coupled to the processor of the controller, the controller being programmed to:

- detect a wager for game play at the gaming machine;
- cause a video image representing an outcome of the game play to be displayed on the video display; and
- determine a value payout associated with the outcome.

27. (Original) The gaming machine of claim 19, wherein the gaming machine is selected from the group consisting of a mechanical slot machine, a video slot machine, a video poker machine, a video blackjack machine, a video keno machine and a video bingo machine.

28. (Previously Presented) A gaming machine with a trunnion mounted video display, the gaming machine comprising:

- a video display having a front panel, the front panel displaying video images associated with a wagering game at the gaming machine;

- a first trunnion bracket attached to a first side panel of the video display, the first trunnion bracket having a first trunnion disposed thereon at a center horizontal rotating axis of the video display and having a hole disposed therein;

- a second trunnion bracket attached to a second side panel of the video display, the second trunnion bracket having a second trunnion disposed thereon at the center horizontal

rotating axis, the second trunnion projecting in a horizontal direction opposite the first trunnion, the second side panel substantially parallel to the first side panel, the video display being between the first and second trunnion brackets;

a first trunnion support coupled to a bottom interior surface of a housing frame characterizing an interior area of the gaming machine, the first trunnion support having a first aperture disposed therein, the first aperture sized to receive the first trunnion when the video display is mounted in the housing frame;

a second trunnion support coupled to the bottom interior surface, the second trunnion support having a second aperture disposed therein, the second aperture sized to receive the second trunnion when the video display is mounted in the housing frame;

a first pull pin mounted on the first trunnion support, the first pull pin adapted to project into the hole to engage the video display in a game play position while the wagering game is being played and the video display is operational; and

a second pull pin mounted on the first trunnion support at a location disposed apart from the first pull pin, the second pull pin adapted to project into the hole to engage the video display in a maintenance position allowing operator access to the interior area.

29. (Original) The gaming machine of claim 28, wherein the gaming machine further comprises a trunnion base attached to a portion of the bottom interior surface, and wherein the first trunnion support and the second trunnion support are rigidly attached to the trunnion base.

30. (Original) The gaming machine of claim 28, wherein the first pull pin is located at a predetermined distance from the first aperture, and wherein the second pull pin is located at the predetermined distance from the first aperture ninety degrees from the first pull pin.

31. (Original) The gaming machine of claim 28, wherein after the first pull pin is disengaged from the hole, the video display is pivoted ninety degrees around the center horizontal rotating axis to allow the second pull pin to project into the hole.

32. (Original) The gaming machine of claim 28, wherein the video display is selected from the group consisting of a flat panel cathode ray tube, a plasma display, a liquid crystal display and an organic liquid crystal display.

33. (Original) The gaming machine of claim 28, further comprising a controller, the controller operatively coupled to the video display and a value input device of the gaming machine, the controller comprising a processor and a memory coupled to the processor of the controller, the controller being programmed to: detect a wager for game play at the gaming machine; cause a video image representing an outcome of the game play to be displayed on the video display; and determine a value payout associated with the outcome.

34. (Original) The gaming machine of claim 28, wherein the gaming machine is selected from the group consisting of a mechanical slot machine, a video slot machine, a video poker machine, a video blackjack machine, a video keno machine and a video bingo machine.

35-39. (Cancelled)

40. (Currently Amended) A gaming machine for conducting a wagering game, comprising:

a housing;

a video display contained in the housing; and

a trunnion arrangement for mounting the video display to the housing, the trunnion arrangement including a trunnion coupled to the video display and allowing for rotation about an axis of the video display between a game play position and a maintenance position, the trunnion arrangement including: a trunnion bracket having the trunnion disposed thereon at the axis; a first hole and a second hole disposed in the trunnion bracket; a trunnion support mounted to the housing, the trunnion support configured to receive the trunnion; and a pin structure to lock the video display in the maintenance position allowing operator access to an interior area of the housing, the pin structure being disposed in the trunnion support and configured to project into the first hole to engage the video display in the game play position and to project into the second hole to engage the video display in the maintenance position allowing operator access to the interior area of the housing.

41-45. (Cancelled)